

# INDUSTRY GIANT II



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# INDUSTRY GIANT II



1980 - 2020  
Add-on

## **FOREWORD**

**Nearly five years** to the day have passed between Industry Giant 2 and its predecessor. A long time indeed in the fast-paced world of computer gaming. Nevertheless, we hope that it has been worth the long wait for all enthusiasts of this game.

**Much has taken place**, a great deal has changed during this time. Ten times as many people worked to create Industry Giant 2. The number of lines of programming has tripled, not to mention the quantities of graphics. The contents of the game itself have grown to around thrice their original size as well. But we are certain that one thing has remained the same – the flair of the original game.

**As in the previous version**, the way you experience the game is entirely up to you. You can opt for a bare-knuckles business simulation or treat yourself to a very relaxing frolic with a model train set. For most, the truth will lie – as it so often does – somewhere in between.

**We have done our utmost** to offer you the most multi-faceted and richly changing game experience possible. We were aided in this by countless suggested improvements we have received from players themselves. For this we are especially grateful, and we would like to encourage you to let us know what you liked about this version. And naturally we would appreciate hearing any criticisms you may have as well.

**I should like to take this opportunity** to extend my personal thanks to the entire IG2 team, which has stayed the course even in difficult times. A word of thanks as well to all of the JoWooD staff who worked passionately to create the environment for this game.

**I wish you great fun and success!**

**Hans Schilcher**  
**Producer & Game Design**

## Epilepsy warning

Some people are prone to epileptic fits or the loss of consciousness as a result of being exposed to strobing light sources. These people may have attacks while watching television or playing computer games. Fits can happen to people who have no previous history of epilepsy. If you or your family has any history of epilepsy it is advised that you contact your doctor before playing. If you suffer from any of the following symptoms: disturbed vision, eye or muscle spasm, fainting, disorientation, convulsions or other uncoordinated movements, you should immediately stop playing the game and contact your doctor.

### Safety Procedures

- Sit an appropriate distance from the monitor, ideally as far away as the wires will allow.
- Use a small monitor.
- Avoid playing the game if you are tired.
- Make sure the room is adequately lit.
- Take a 10-15 minute break every hour of playing.

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# INDUSTRY GIANT II

## INSTALLATION

Install the game as follows:

Start up your computer.

Close any applications that you may have running.

Insert the **Industry Giant 2** CD in your CD-ROM drive.

If you have activated the autoplay function, the installation program will start after a few seconds.

If the installation program does not start automatically, this means that autoplay has been deactivated. In this case, double-click on "My Computer" on your desktop, then on the CD-ROM symbol, and finally on **Setup.Now.exe**.

Follow the instructions on the screen to complete the installation.

## MINIMUM SYSTEM REQUIREMENTS

### **Min.**

Windows 95/98/ME - 32MB RAM

Windows XP - 64MB RAM

Pentium (R) II 350MHz or equivalent

16MB DirectX 8.0 Compatible Video Card

### **Rec.**

Windows 95/98/ME - 64MB RAM

Windows XP - 128MB RAM

Pentium (R) III 500MHz or equivalent

32MB DirectX 8.0 Compatible Video Card

### **Other.**

4x CD-ROM

DirectX 8.0 Compatible Sound Card

## STARTING THE GAME

The first time you run the game a prompt will appear asking for a serial number. This unique code is printed on a sticker on the inside of your box, once entered the game will run and you will not be asked to enter this code again.

To start the game, double-click on the Industry Giant 2 symbol on your desktop.

You can also start the game from your Start menu.

**Note:** While the game is in progress, make sure the "Industry Giant 2" CD-ROM remains in your computer's CD-ROM drive.

## TECHNICAL NOTES

We recommend that you close all other programs (including those running in the background) before starting the game.

Many screensavers can cause temporary problems with the screen layout. If this happens, you are advised to deactivate your screensaver before starting the game.

It is possible to switch to other applications during the game. However, with many graphics cards, the graphics may be distorted when you return to the game. We therefore recommend that you end or exit the game if you want to use other applications.

## CUSTOMER SERVICES

If you have any problems installing this software please log on to our website at:

[www.sold-out.co.uk](http://www.sold-out.co.uk)

You may also contact us directly via email through this link, if you do so please make sure that your operating system and device drivers (video card, sound card & motherboard) are fully up to date. If you do need to contact us please supply us with your PC's technical specification.

A simple way of supplying us this information is by running a DirectX log file. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click run and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the "Save All Information" button at the bottom. This will save a text file called "DxDiag", which you can just attach to any correspondence.

## SUMMARY OF GAME

### From company founder to billionaire

In this simulation, you will guide a company's development, right from its humble beginnings to – with any luck – an industrial giant.

You control every aspect of an expanding business – building factories, developing products, paying wages, pricing in retail outlets, even operating the transport network.

### The name of the game

In your role as company founder, your goal in Industry Giant 2 is essentially to build an enterprise that earns more money than it spends.

The requirements vary according to game mode, level of difficulty and mission. For example, in the Endless game you have a free hand and can experiment to your heart's content. By contrast, the missions of the three campaigns set tasks that can be extremely challenging.

### Tutorial and operation

We recommend that you start with the tutorial missions. These have been specially developed to make your introduction to Industry Giant 2 as easy as possible.

You will find explanations, notes and advice on the tutorial missions on page 9 of this manual.

For full details on the main menu, options and game modes, see page 15-19.

Page 23 contains a detailed explanation of the control as well as the functions of the game, together with numerous tips.

An overview of keyboard functions can be found on page 8.

### How to become an Industry Giant

In Industry Giant 2, your task is to transform a company from its humble origins into a massive corporation. That's the idea, at least! Some of the missions in the campaign mode are especially demanding.

Essentially, your company must make money. As much of it as possible! This is achieved by selling goods to the inhabitants of towns. However, first of all you have to make the goods – preferably at a safe distance from the towns. (After all, nobody likes living on industrial estates, do they?)

Of course, spending money is child's play: factories, production, wages, transport, storage facilities, vehicle repairs and so on – all these have to be paid for on a regular basis. Ideally, you will earn more from sales than it costs to produce the goods. As you'll see, there is more than one way to go from rags to riches!

## Playing the game: an example

Your whole business revolves around the retail outlet – it is here, and only here, that consumers pay money for goods. As an industry giant, you build retail outlets to sell your products to those who live in the towns.

But how do your goods get from the factories to the retail outlets? Both need storage facilities: factories deliver to storage facilities, and retail outlets collect their goods from these locations, too.

Let's say you start off as a small business in the food industry, with a retail outlet in the town, a storage facility, and a hen farm. This is the production chain that you create in the first tutorial of the game.

Up to a limited distance, the transportation network runs automatically. For the most basic production chain in Industry Giant 2, these three buildings – retail outlet, storage facility and factory – are sufficient for your needs.

Later in the game, you may well need a more complex logistics network, with trucks, trains, cargo ships and planes transporting your goods over long distances to ensure that people can obtain your products in multiple locations.

With a little luck and guile, you may soon be able to raise cattle near the hen farm, in order to sell milk or meat as well as eggs. This might be followed by expansion into the next town, in which a retail outlet and storage facility are built, taking food deliveries from trucks. A few game years later, this same company might be selling toys or newspapers, lawnmowers or furniture, hairdryers or cars - or all of them at once!

The possibilities are endless! In Industry Giant 2, there are around 150 products and dozens of vehicles and building types.

## Details, tricks & expert tips

**Tip:** In the first tutorial mission, you will soon learn the basics of production. More complex production chains are covered in Tutorials 2 and 3, together with the finer points of transportation. For a complete overview, see page 23. In the "Control" section of this document, we'll guide you through all the game's functions using the first mission as an example.

Big, successful firms don't just appear from nowhere. The road from fledgling business to industry giant is a long one. If you're going to transform a small hen farm into a powerful corporation, you're going to need a little knowledge!

**Have fun and good luck!**

## KEYBOARD FUNCTIONS

<b>General</b>		
Pause.....	P	Increase game speed..... +
Decrease game speed.....	-	Normal game speed..... F12
Exit game.....	Esc	

### Navigating within the game world

Zoom in .....	Page up
Zoom out .....	Page down
Scroll detail .....	Cursor keys
Zoom level 1:1 .....	Shift-F2
Zoom level 1:2 .....	Shift-F3
Zoom level 1:4 .....	Shift-F4
Zoom level 1:8 .....	Shift-F5
Save map position.....	Shift-1 to Shift-0 [number keys]
Display map position.....	1 to 0 [number keys]

### Build

Rotate terminal (preview image) .....	Spacebar
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### Load & save

Quick save.....	Shift-S	Quick load.....	Shift-L
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### Menus and information

Mini-map (overview).....	M
Balance sheet .....	B
Statistics .....	S
Profit requirements & mission goals .....	G
Vehicle list .....	V
Player info .....	I
News .....	N
Show messages automatically (pop-up) .....	Shift-N
Hide menu .....	TAB

### Display options

Town buildings.....	F2	Trees.....	F3
Town names.....	F4	Railway station signs.....	F5
Resources.....	F6	Product icons.....	F7
Load icons.....	F8	Player icons.....	F9
Vehicle numbers.....	F10	Show player colours.....	F11
Fireworks.....	F	Water animation.....	A
Display possible shipping routes.....	R		

## THE TUTORIAL MISSIONS

Get started the easy way: Our tutorial missions will take you through the functions of **Industry Giant 2**.

In these short missions, you will familiarise yourself with the basic principles of the game and learn how to use the functions. The following pages contain the screen texts of the tutorials as well as advice on solving problems and provide tips for these training missions.

### Tutorial 1

In this tutorial, you will learn the basic principles of the game. Simply follow the instructions on the screen.

Your mission is to create a simple production chain by producing eggs in a hen farm. The eggs will be delivered to the storage facility and sold in a grocery shop.

Of course, it would be unwise to build the farm before ascertaining where the eggs are to be sold. After all, you don't want to remain an egg farmer indefinitely – the aim is to become the greatest industrial giant of all!

The retail outlets are some of the most important buildings in the game. Since you can only earn money when they sell your products, the location of your sales outlets is crucial. You should therefore make this decision before setting up the necessary infrastructure.

Players are advised to create the production chain as follows:

- 1) Find a location for groceries that will generate sales (see "Where to sell your goods")
- 2) Build a storage facility that is close enough to the grocery shop to supply it automatically (see "Transport or beam?")
- 3) Build a hen farm. This should be close enough to the storage facility to supply it automatically, but not too close to the town! (See "Towns, goods and growth")

### Where to sell your goods

First, choose a location for the grocery shop.

Left-click on an empty space to call up the Build menu.

Select the grocery shop and move the mouse pointer over the map. Do not click yet. When you move the preview image to a town, the anticipated sales figures will be displayed. The catchment area of the shop will also be displayed (buildings marked in yellow).

Build the grocery shop at a location where high sales figures are anticipated, i.e. in an area with a large population.

**Tip:** In the majority of cases, you can select the required option by simply pressing a key. Pressing the key again reverses the action.

**Tip:** The expected sales figures are displayed in groups that correspond to the four quarters of the fiscal year.

So if, say, the figures for a product are “1-2-3-4”, you can expect monthly sales figures as follows:

Spring (March/April/May) ..... 1 unit

Summer (June/July/August) ..... 2 units

Autumn (September/October/November) ..... 3 units

Winter (December/January/February) ..... 4 units

Many products sell well in certain seasons: winter clothes are bought almost exclusively in autumn and winter, while sports equipment is sold mainly during the warmer seasons.

## Transport or beam?

Now that you have found a location for the grocery shop, you need a storage facility. Choose the medium-sized storage facility from the Build menu and move the preview image over the map again, without clicking.

If you now move the preview image towards the grocery shop, the shop turns green. Provided it remains green, this means that it is within the catchment area of the storage facility. Since it is only a short distance between the two buildings, the goods will be transported automatically without you having to worry about them.

Build the storage facility at a suitable site on the outskirts of the town, preferably near a place on the map with large areas of green, open spaces.

**Tip:** The catchment area of a building is very important, as goods are transported automatically, or “beamed”, between buildings that are sufficiently close to each other. If the buildings are too far apart, transport has to be organised. And this creates substantial costs.

Now select the hen farm from the Build menu. Move the preview image over the map. Look for a suitable location: the storage facility must turn green for transportation to take place automatically. The anticipated average production figures are displayed above the hen farm. But be careful – the hen farm should not be located too close to the town.

## Towns, goods and growth

Production-related buildings, such as factories, farms, mines and so on, can cause long-term damage to towns. Foul-smelling farms and factories inhibit a town's growth!

Locate your farm at a place that promises high output and that will not harm the town. Now specify the product to be manufactured by opening the Build menu and clicking on “Eggs”. Operational factories display symbols depicting the products that are currently being produced.

Move the preview image of the hen farm closer to the town: the building turns red. This means that the farm would permanently damage the quality of life in the town, thereby slowing its growth. Terminals, storage facilities, train stations etc. do not affect a town's growth; shops foster expansion.

A town's growth is accompanied by demand: in large towns, you can sell greater quantities and varieties of goods than in villages.

There is another way of controlling demand – pricing. You will sell more products by reducing prices. If you increase them, the amount of units goes down (but the profit goes up).

In the next tutorial, you will create a more complex production chain.

## TUTORIAL 2

In this tutorial, you will create a more complex production chain. At the start of the mission, some buildings will already have been built – all you have to do is make sure that goods production runs smoothly.

You still won't be building any transportation routes yet. So bear in mind the catchment areas when locating your buildings: in this mission, the goods are once again taken to their destination via the short distance method (beaming).

You will see a hardware store in the town; your building industry is just a stone's throw away.

First, make sure that you have the necessary raw materials. To produce tools, you need timbers and steel.

For steel, you need iron ore.

On the map, you can see the iron ore resources, represented by little steel girders emerging from the ground (make sure the raw materials icons are activated in the Options menu). Position a mine directly over the iron ore symbols. You can now mine the iron ore.

**Tip:** Oil and other raw materials such as wood, copper and iron are non-renewable resources. This means that once all the available resources have been used up at a particular location, you must find new sources. The number of units that can be extracted is displayed during the construction of the building above the preview image.

You now need a storage facility in which to store the iron ore.

Next, erect a steelworks to produce steel from the iron ore.

To ensure there is proper transportation between the building materials industry and the hardware store in the town, build a storage facility between the factory and the retail outlet.

To make timbers, trees must be felled. Build a logging camp in the woods nearby. When you do so, all the trees that can be accessed by the lumberjacks of the camp will be highlighted in green.

You now need a storage facility at which to store the tree trunks. And in the catchment area of this storage facility, build a sawmill to make manageable timbers out of the tree trunks.

The building materials industry can now use the timbers and steel to make tools, which will be delivered to the hardware store in the town. Your goal is to sell 20 units of the tool. If you make them quicker than they sell, simply reduce the price!

The next tutorial focuses on transportation.

### **TUTORIAL 3**

In this tutorial, you will familiarise yourself with the various means of transport.

Your production facilities are a long way from the town. You already own a logging camp, sawmill, furniture factory and of course a storage facility.

Your furniture shop is in the town, a long way away.

First, you need to transport the goods from the production facilities to the first storage facility. To do this, build two railway stations.

**Tip:** Use the spacebar to rotate the terminals (truck terminal, railway station, port) until you find the best position.

You now need to link the two railway stations. Although, in theory, one platform should be enough, this wouldn't be particularly efficient. Build a two-platform railway track and buy a locomotive. The tutorial will now explain how best to plan the routes for the goods trains.

In the Vehicle menu, you will see that there is a "Wait until full" box in the "Stations" section. If you tick this box, the train will wait until the specified load has been completed. This way, you will avoid unnecessary empty runs.

**Tip:** Use this function with care: waiting trains can block a terminal and paralyse your transportation network. This would certainly be the case if the train waited for a product that is no longer be produced.

The train now delivers the manufactured furniture to the first storage facility.

To transport goods across a stretch of water, you will need ships. Build two ports. Your ships will soon be transporting the furniture to the storage facility on the outskirts of town.

The furniture now needs to be delivered to the furniture store. A truck route would be suitable for covering shorter distances in the town.

Build two truck terminals. Your trucks will now transport the furniture to the store. But wait – you haven't finished yet!

You still have one task to perform: outside the town, there is a storage facility crammed full of furniture, which must be delivered to the furniture store. How you achieve this is entirely up to you. Good luck!

### **FREQUENTLY ASKED QUESTIONS**

**Although my production chain is working, I'm making heavy losses.**

Have you waited until the first day of the month? The shops don't transfer the sales revenues to your company account until the end of the month.

In all probability, the transports costs are too high, or the routes too long, demand insufficient, or something similar. The Statistics and Balance sheet screens will tell you what caused the heavy losses.

If you expanded too quickly, you are probably producing far more than the town needs.

If your losses are high, you should start the level again and set up your firm differently next time.

**Why is my transport route not working?**

For a transport route, you need:

- Two terminals of the same type
- At least one vehicle that is suitable for the terminals

Each terminal must have access to a storage facility.

To get the vehicle delivering goods, you must assign it a route with at least two stations (see Vehicle menu).

The vehicle will not leave the terminal if there is no direct connection to the destination terminal.

To transport goods, you must make the relevant loading settings at the stations concerned (see Vehicle menu).



**Why is my storage facility too full? My truck is transporting plenty of goods as it is.**

Your load capacity is probably too low. Buy more vehicles or use a more efficient means of transport, such as goods trains.

**Should I use trucks or goods trains?**

Trucks are recommended for shorter routes and low tonnage.

The railway is probably the most important means of transport in Industry Giant 2, as it enables you to transport large quantities of goods efficiently.

**What goods will yield me the highest profits?**

You will make more money with sophisticated goods than with raw materials.

For example, although you can sell timbers in a hardware store, you can make more money from wood if you turn it into tables and hawk them to furniture stores.

The same applies to virtually all products: plain paper produces lower profits than newspapers or comics, empty glass bottles are certainly less lucrative than those filled with whisky, wool is not as profitable as winter clothing, and so on.

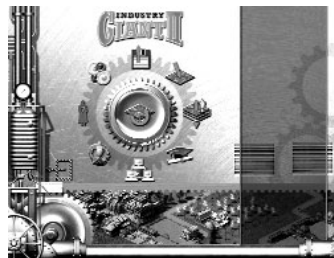
You can obtain a clearer picture of how to proceed by calling up the company balance sheet and statistics.

**Why is it that every time I open and close the Terminal menu, I buy a new vehicle and end up in the Vehicle menu?**

Instead of clicking on the green tick ("Buy vehicle"), exit the Terminal menu by clicking the right mouse button or by choosing the red "X" in the top right corner of the menu.

**If you have any other questions, don't panic – in the next section, we will guide you through all the ins and outs of Industry Giant 2.**

## THE MAIN MENU



The main menu is displayed at the start of the game. It contains the following options:



### **Load game**

Choose this option to continue with a previously saved game.



### **Endless game**

Choose this option to start an "endless" or free game. Endless games have a duration of 80 years. You have until 1980 to fulfil one of three conditions to win the game. However, you can play until the year 9000 if you want to – hence the game is all but "endless".



### **Campaign missions**

This menu option takes you to the three campaigns of Industry Giant 2.



### **Tutorial**

These short training missions guide you through the basics of the game and provide useful information.



### **Multiplayer**

Test your skills against other players – over the Internet, on the network (LAN) or in Skirmish mode.



### **Display high scores**

Displays a list of the highest scores.



### **Player settings**

Here, you can specify the colour that will represent your company property. This colour will be used on the overview map, and to display buildings such as stations. A company logo will help define the image of your enterprise in Industry Giant 2. You can also select a player name.



### Options

Use these options to set parameters like the screen display and sound.



### Exit game

With this menu option, you exit the game.



### JoWooD website

Click on the JoWooD logo to access the JoWooD website.



### Credits

Hidden elsewhere on the screen is a list of those who helped create Industry Giant 2.

## Options



### Video settings

**Driver:** Some systems give you a selection of different drivers to choose from; some, for instance, have a variety of old 3D card types or more than one graphics card installed.

### Mode

Depending on the graphics card, you can set more than one display mode (screen resolution – the number of pixels displayed).

### V-Sync on/off

When this option is activated, the screen layout is synchronised with the screen frequency, thus avoiding screen flickers. If this causes problems with the graphics, you can deactivate the setting.

### Texture detail

This setting determines the level of texture detail of the graphics displayed. The maximum level produces the best graphics, although this may affect system performance.

### Brightness

Here you can specify the brightness of the images on your monitor.

### Sound

This option lets you adjust the volume of the special effects and music.

## STARTING THE GAME

### Single player mode

Industry Giant 2 offers challenging campaigns as well as endless maps in which you can build to your heart's content.

### Campaign mode



Clicking on the Campaign symbol launches what is probably the most exciting mode of Industry Giant 2. You have to achieve specific goals on predefined maps – most of them against the clock!

The easy campaign is designed for players with little or no experience of Industry Giant 2. After successful completion of the tutorial, this campaign should be completed without undue difficulty. Experienced players will certainly feel underchallenged!

The medium campaign is perfect for players looking for an enjoyable challenge. As for the hard campaigns, these represent a more demanding test – even for experienced players.

Most of the settings in the campaign modes have already been made. For more details, see the relevant mission description. As a rule, you are required to perform specific tasks within a set time period.

### Endless game



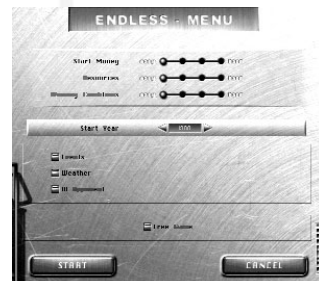
Choose this mode for unlimited play. When you click on this option, a selection of possible maps with their preview graphics is displayed, along with brief descriptions of each. Choose a map.

### Endless game options

Once you have selected a map, you can make various settings:

#### Start money

With a lot of money, the game should be easy... but a limited budget has to be carefully managed!



## Resources

Many of the resources in the game are only available in limited quantities. For example, ore deposits run out and oilfields run dry when all the raw materials at these sites have been extracted. With this setting, you can define the quantities of non-renewable resources available in this mission. This option does not affect agriculture.

## Winning conditions

Select one of four levels of difficulty to determine the size of the business you must achieve in order to win.

If you choose Easy, you need an annual turnover of 10 million and a company value of 250 million to win.

However, if you choose Hard, your annual turnover must be 40 million and your company value 1 billion.

No matter what level of difficulty you choose, one of the winning conditions will always be the same: You must progress to your eighth residential building.

When you have fulfilled one of the three winning conditions, you receive a bronze trophy. You can then continue and try to fulfil another winning condition. If you achieve this before 1980, you receive a silver trophy.

And if you fulfil all three winning conditions before 1980, just sit back and admire your gold trophy.

## Start year

Use this setting to specify the year in which the game is to start in the selected map. The start year determines which vehicles and goods are available to you.

## Realistic economic conditions

Here, you can opt for a stable economic climate with no surprises, or allow chance happenings to make things more exciting. If this option is activated, a whole host of events may take place during the game. Some of them will have an extremely positive effect on the economy, while others may push unprepared businesses to the brink of ruin. (It should be pointed out here that the developers designed the game with fairness in mind: as a rule, a "bad" event is followed by a positive one).

## Realistic weather

If you activate this option, you allow dramatic changes in the weather to occur during the mission. These events (floods, storms, drought etc.) will primarily affect agriculture.

## AI opponent

If you want to compete against other industrial entrepreneurs on the selected maps, activate this option.

## Free game

A brand-new feature for Industry Giant 2! This gives you access to all the functions and options of the game, and you can build anything – for nothing! However, you cannot make any profit in this mode. No costs and no revenues, just products: you can experiment to your heart's content. You can build the perfect train station or even create a working "planned economy".

## AI opponents

You can compete against up to three companies, which will be controlled by state-of-the-art artificial intelligence (AI).

On activating "AI Opponent", you can make various settings. The AI opponents are all completely different. On the right of the screen, you will see detailed information on your chosen AI opponent.

When you have completed the AI settings, click on "OK" to return to the previous menu. (If you click on "Cancel", you will go back to the previous menu without saving the settings.)



## MULTIPLAYER MODE

To play a multiplayer game, click on the network symbol. There are two options available: LAN and Skirmish.



## Multiplayer mode on the Internet with GameSpy

Internet play via Gamespy is NOT available in this version.

**Tip:** If the PCs connected to the network differ greatly in terms of performance, the most powerful PC should be used to create the new game ("Host"/"Server").

## Skirmish mode

Here, you are pitted against computer-controlled AI opponents in multiplayer mode. This is the perfect practice mode, as you can perfect your multiplayer tactics without encountering any human opposition.

**Tip:** The difference between Skirmish mode and the Endless game with opponents is simple: in the Endless game, the AI opponents adapt to the approach chosen by the player, while in Skirmish mode, the AI opponents go all out to win!

## Setting up the multiplayer game



### Multiplayer chat

In the setup menus for the Internet and LAN game modes, you can "chat" with the other players. The messages are displayed in the text window (lower third of the screen). To create your own message, click on the text line at the very bottom, use your keyboard to enter the message and confirm by pressing Enter.

## PLAYER SETUP

This is where you make the basic settings before starting the multiplayer game:

### Status

The "Host" (the player whose PC will be used to start the multiplayer game) can check to see whether the other players have accepted the settings (green). If a player has yet to confirm the settings, the status light is red.

### Players

This setting can be used to select AI players from a list. "OPEN" indicates a position for a human player. To remove a player from the multiplayer game, simply choose "open" from the drop-down menu.

## Multiplayer mode on the network (LAN)

To play a network game, multiple PCs have to be connected to a single network. Industry Giant 2 must be installed on each of the PCs. You can now start a new LAN game or join in an existing one.

### Player colours

Who's playing whom? Two players cannot have the same colour.

### Map available?

This setting indicates whether the selected map is already on the players' PCs. If it is not, the level is transferred automatically to the participating PCs before the game begins.

### Ping value

This tells you the speed of a player's connection to the server.

Once these basic settings have been made, the host can make further settings.

## Mission setup



### Start money

Use this setting to determine the amount of money that each player has available when the game begins. (The more money you have, the easier the game.)

### Resources

Many of the resources in Industry Giant 2 are only available in limited quantities. Here you can specify how much oil, iron ore and the like can be extracted.

### Economic events

Use this setting to define whether random economic events can occur.

### Weather

If you activate this setting, random weather events will occur during the mission in question. These events will primarily affect agriculture.

### Start year

Determines the year in which the multiplayer game begins.

### Free game

In this brand-new mode, players can use all of the game's functions and options to build anything and everything – at no cost, but also without making any profits.

### Speed

Here, you can set the speed at which the multiplayer game will begin.

### Winning conditions

This setting enables you to define who shall win the game, how and when.

If the "Winning conditions" switch is deactivated (i.e. it is brown), the game will run until the end year specified.

If the "Winning conditions" switch is activated (i.e. it is green), you can set the winning conditions exactly as you please. So first, activate the required winning conditions.

You can use the four scales to set the conditions for winning the game:

### Company value

The player whose company is first to reach the defined company value wins the game.

### Revenues

The player whose company is first to achieve the defined annual revenues wins the game.

### Money

The player whose company is first to post the defined sum on its credit account wins the game.

### Luxury building

To win the game, your company headquarters must have expanded until they have reached a defined type of building. This is achieved via luxury points – a reward for playing the game expertly. For details on luxury points, see page 44.

**Enjoy playing Industry Giant 2 – and may the best player win!**

## GAME CONTROL & INFORMATION

+ numerous hints and tips from JoWood testers!

The user interface of Industry Giant 2 is extremely intuitive, offering a high level of flexibility. This section contains detailed explanations on how to operate the game, followed by pages of tips and advice.

If you want to test these tips straight away, start the 1st mission of the 1st campaign.

In this mission, you start off as the proprietor of a grocery shop. Before long, you are supplying the town with fruit, eggs, milk and beef. You then produce more goods than are required by the town, so you simply expand into another town. There, you open a "branch" and supply the new shop with food products.

Step-by-step instructions on how to do this are provided in the following pages.


First, we'll outline the key functions of the user interface.

### Command bar

Start the game. You will see icons for a number of commands on the bar in the bottom left of the screen:



 **Exit game**

 **Load & Save.** Here you can load or save games.



**Graphics Options.** This is where you can adjust game display details.



**Dictionary.** You can refer to this to see how certain products are made.



**Minimap.** You can use this button to show the small overview map.



**Messages.** This is where the messages you receive in the course of the game are archived: production problems, chance events, new products and vehicles, and much more.



**Vehicle Overview.** Sort your vehicles according to different criteria and check to see if the transport system is running smoothly.



**Opponent Info.** This displays your opponents' key data.



**Statistics.** How are logistics in your operation? Your company's buildings, vehicles and production levels are displayed here along a time line.



**Balance Sheets.** This is where you will find your company's relevant business data: turnover, company value, revenues, costs, profit, company value and luxury points.



**Mission Goals.** This is where you can consult the mission description. Displayed here as well are the accomplishments which your company has already achieved... and the things still needing to be achieved to make the mission a success.

## Mission map

First, you need to learn how to navigate through the mission map. You can use the zoom function at any time to obtain an overview of the entire area or to home in for detailed information. The section of the map currently being displayed can be moved by using the mouse or cursor keys.

### Move map section:

- Cursor keys
- Mouse (move the mouse pointer to the edge of the screen)

### Zoom in or out

- Mouse wheel, or "Page up", "Page down"

### Change speed

- Faster "+" key
- Slower "-" key
- Normal speed "F12" key
- Pause game "P" key



### Display mini-map

- Button in the menu bar, or "M" key

### Move mini-map

- Click on the mini-map and drag it to the desired place with your mouse

**Tip:** Zoom away from the map until you can zoom no further. If you now want to zoom in on a particular place (such as the edge of the map), position the mouse pointer on where you want to go. Now use your mouse wheel or "Page down" key to zoom in to the required section.

## Build

Zoom in on a town. By clicking on open land, you open the Build menu. Select the building category from the right-hand side of the menu: Factory, storage facility, shop, terminal, player building and so on.

The left-hand side of the menu displays information on the building currently selected.

### Move Build menu

- Click on the cog, hold the mouse button down and move the mouse.



### Close Build menu

- Red "X" in top-right corner of Build menu

- Click on right mouse button

### Select building category/building

- Build menu (right-hand side): category (top), building (below)

### Display anticipated sales/production values

- Move the preview image over the map without clicking

### Select other building

- Click on desired building category/building in Build menu

### Construct building

- Drag preview image to desired place + click (left mouse button)

### Cancel and close Build menu

- Right mouseclick

### Show/hide preview window

- Click on icon on left of Build menu title bar

First, click on the "Shop" category in the Build menu (shopping trolley icon) and select a shop – in this case, a grocery shop.



If you now move the mouse pointer over the screen, you will see a preview image [green].

**Tip:** The catchment area for retail sales is displayed in yellow. The occupants of the buildings selected will buy products in the shop. Shops, storage facilities and factories are displayed in green if they are located within a catchment area (for automatic goods transportation). If a factory is built too close to the town, the growth of the town is hindered. In such cases, the town is displayed in red.

Above the shop's preview image, you will see product symbols with rows of figures next to them.

The product symbols indicate the products that are currently available.

The four figures next to each product represent the anticipated monthly sales for the four seasons.

Build the shop in a place that promises high sales, and close the Build menu.

**Tip:** Many players choose to reduce the speed of the game when they create new production chains or transport routes. This enables them to take their time while they work on the details, without having to worry unduly about existing businesses.

**Tip:** Unable to construct the building at the desired location? There is probably a public road in the way, or the land isn't suitable. You cannot demolish roads.

**Tip:** Many players try to use the "beaming" facility (i.e. automatic transport) to the maximum: if you make full use of the catchment area, you can create relatively long production chains with no means of transport whatsoever. Other players endeavour to exploit their storage facilities to the full by building a cluster of factories around a single, large storage facility that stores raw materials as well as end products. In such cases, you should manage your storage quantities carefully.

**Tip:** The bigger the town, the higher the sales. Towns that are supplied with goods grow rapidly. The greater the variety of shops, the faster the town grows.

**Tip:** Always try to position shops so that the town is properly covered. If the town is very big, build enough shops to cover the entire area.

**Tip:** As a rule, it costs little to replace the smaller town buildings with shops. However, it is relatively expensive to demolish large residential buildings, especially skyscrapers. The building costs (including demolition costs for town buildings, if applicable) are displayed in the menu bar at the bottom of the screen.

**Tip:** Many products are subject to strong seasonal fluctuations. For example, winter clothing sells much better during the colder seasons than in the summer.

**Tip:** Town information: If you click on a residential building in the town with the left mouse button, details of the town's development and number of inhabitants is displayed.

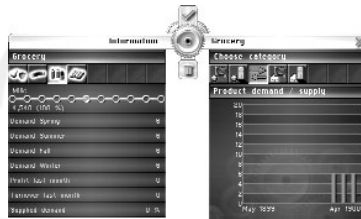
## MANAGEMENT PART 1: SHOPS

Now click on the shop you have just built to call up the Build menu.

The left-hand side of the menu displays the products that can currently be put on sale in the shop, with the anticipated sales volumes displayed below.

On the right-hand side, you will find overviews of supply and demand, and sales and profit figures for the current product as well as for the shop.

Shop menu



**Select product** Click on product icon (left-hand window of menu)

**Change selling price** Percentage bar below the product icon



**Demolish building** Dustbin (red, in the centre)



**Save changes & close window** Click on green tick in the middle OR press "Enter"



**Ignore changes & close window** Right mouseclick or click on red "X" in top-right corner

**Tip:** On the left-hand side, you will see under "Profit" how much the product has actually earned over the last month in this retail outlet.

This figure includes all the manufacturing and transportation costs for each transport unit, so it takes account of the entire chain, from extracting raw materials to selling the finished product. The only data excluded is that relating to empty vehicle runs.

**Tips:** At the start of the game, demand is generally low and the product range restricted.

Over the course of the game, demand increases dramatically as the towns grow.

From time to time, check the supply and demand figures. If there is a perfect balance between the two, you will achieve maximum revenues!

If you produce or deliver fewer goods than you could sell:

- First, increase the price to curb demand
- Then improve your production facilities or transport network

**Tip:** If you increase prices, you will sell fewer units but will earn more per unit. This course of action is recommended if demand is high but you can only supply limited quantities. Bear in mind, however, that profits do not rise as quickly as demand.

If you reduce prices, demand increases – but your profit margin falls. This course of action is recommended if storage facilities are bursting at the seams and you want to boost demand.

## MANAGEMENT PART 2: STORAGE FACILITIES

Now build a storage facility. As ever, the storage facility should be close enough to the shop to supply it automatically.



Click on the storage facility with the left mouse button.

The buildings that are located within the storage facility's catchment area and that can be automatically supplied are highlighted in green.



## Goods overview

The left-hand side of the menu displays the goods stored in the storage facility. Although the storage facility is obviously empty at the start of the game, this situation will soon change. Up to 16 units of a product can be stored per field. However, you cannot store different products in a storage field at any one time. So in a small storage facility with four storage fields, you can store a maximum of 16 units for each of the four different products.

## Storage facility management

In the right-hand side of the Storage facility menu, you can specify the goods to be accepted by this storage facility. At the very top, you will see the buttons "Accept all" and "Accept nothing", which you can use to activate or deactivate your storage facility. The lines beneath them are provided for fine-tuning purposes. Here, you can define which product categories or products will be accepted by the storage facility, and in what quantities.

### Storage facility menu



#### Contents of storage facility

Here you can see which products are stored in the facility, and where.

#### Discard stored goods

If you want to remove goods from the facility, click on the relevant storage field, and then on the dustbin in the left-hand window.



#### Accept all

If you want the storage facility to accept all goods in any quantity, click on this button. This is also the default setting.



#### Accept nothing

Click on this button if the storage facility is to accept no products at all.



#### Restrict storage facility to certain products

If you want the storage facility to accept certain products only, use this setting.

First, select the desired product category (e.g. toys).



You can now set up your storage facility so that it receives the maximum quantity of all the products within this category. To do so, choose the button "All products in category".



Now set the required quantity on the bottom right of the window.

If you want the setting to apply to a specific product, select the product and then set the quantity.



#### Demolish storage facility

Click on this button to pull down the storage facility.



#### Extend storage facility

If the storage facility has not yet reached its maximum size, you can extend the building by clicking on this button.

### Example 1

You own a sports shop and a small storage facility in the town. However, your hen farm is also near the storage facility. Suddenly, fresh eggs are sent to the sports storage facility instead of the food depot, which is already full! In future, therefore, the sports storage facility should accept sports articles only. Open the Storage facility menu and click on "Accept nothing". From now on, the storage facility will not accept any more goods (all product percentages now read "0"). Now select the "Sport and leisure" category and set the scale underneath to "100%". This storage facility will now accept sports goods only – up to 100% of its capacity. With just one more click of the mouse, you can also set storage quantities for each product ("Select product"). These changes only take effect when you confirm them by clicking on the green tick or by pressing "Enter".

### Example 2

You produce inflatable boats and crocodile skin handbags. In the town, you have a sports shop and a textile shop, which share a storage facility. There should always enough free space in the storage facility to store units of both products. You therefore build a storage facility so that, for example, 75% of capacity is used for crocodile skin handbags, and 25% for inflatable boats.

#### Tips: What happens if my storage facilities can't cope?

Storage facilities at factories:

- If a factory or farm runs out of space in which to store the products, it suspends production until sufficient room is available. This also applies to animal-based products that are in constant production, such as milk, leather and wool.

- If there is insufficient storage space available for products that are harvested annually, like wine, fruit, wheat, hops and cotton, the surplus goods are destroyed. All storage facilities:
- If a loaded vehicle arrives at the terminal and no storage facility within the catchment area can accept the goods, the surplus products are destroyed. To clear storage facilities of surplus goods, you can:
  - Discard goods
  - Reduce the selling price to boost demand

## MANAGEMENT PART 3: PRODUCTION FACILITIES



Now build a fruit farm near the storage facility, and click on it to open the Farm menu.



On the left-hand side, general information is displayed. Initially, you will just see the factory base costs and workers' costs.

Different production facilities produce different goods. You must therefore define the product to be produced by each farm or factory, so that it can start work – just constructing the building is not sufficient.

The farm displayed here is going to produce fruit, so click on the "Fruit" symbol on the right-hand side of the menu.

To the left, the business data for the product is now automatically displayed, including the workers' costs and anticipated production volume.

Note that fruit is harvested in September, i.e. once a year only. Make sure that there is sufficient storage capacity available! (Each storage field can receive up to 16 units of a product or raw material.)

To increase or decrease production, you can alter the wages of your workers. Poorly paid workers will produce significantly less than highly motivated, well-paid workers.

Alternatively, if you don't want to skimp on wages or you want to slow production even further, you can alter your production capacity utilisation. This will have a considerable effect on production.

Salary reductions will save you more money, but you run the risk of strikes. If you reduce capacity utilisation, productivity will drop but employee morale will not suffer.

### Strikes

A global average wage is calculated for factories of the same type. If wages drop significantly below this average in a particular factory, the workers will take strike action in a bid to make you pay them better.

**Tip:** Factory base costs remain the same whether the factory is in production or not.

**Tip:** The running costs of all buildings, vehicles and so on appear as red figures above the building in question.

Green figures indicate income, and you will only see these above your retail outlets – on the first day of the month.

**Tip:** Want to halt production temporarily at one of your factories? It will save you money. To stop production at a factory, click the prohibition sign to set your factory to "No production". To save labour costs, you can reduce wages. As long as nothing is being produced, your workers will not go on strike.

**Tip:** To increase production, you can:

- Set Capacity Utilisation/Productivity at the factory to 100%
- Increase wages
- Build additional production facilities

To decrease production, you can:

- Reduce Capacity Utilisation/Productivity at the factory
- Reduce wages
- Halt production temporarily
- Remove production facilities completely (demolish)

**Tip:** Always try to ensure that the products you sell are as sophisticated as possible. For instance, you could sell empty glass bottles in a household goods store. However, if you fill the bottles with whisky and sell them in a food store, you will make much more money! (The same applies to other products as well: wool, and winter clothing made from wool, or wood products and furniture.)

**Tip:** If you build two factories of the same type side by side, you will receive a production bonus. These factories must produce the same product to qualify for the bonus. The maximum bonus is obtained by building three factories that are of the same type, manufacture the same products and touch each other. This only applies to factories. The bonus is not applicable to farming, forestry or mining.

## Production menu

Information	
Item:	
Factory base value:	1,100
Workers' costs:	480
Cost / sec:	200
Max:	999
Reset:	High/Low
Set max price:	94
Set price / sec:	9,000

## Product information and costs



## Start production/Select product



## Halt production (temporarily)



## Set capacity utilisation



## Set salary



## Demolish building



## Save changes & close window



## Ignore changes & close window

## EXPANSION!

Now build a hen farm and cattle farm. Start production in both – the hen farm produces eggs, and the cattle farm produces milk. Give your workers on the hen farm (and the other farm if you want to) the highest possible salary to boost productivity. Now wait a few months. Increase the game speed if you like.



Now click on your grocery shop and check supply and demand. Demand for eggs should already be completely satisfied. You probably have a few surplus goods in your storage facility: Check your stock levels.

However, if you're managing to sell all your products straightaway and your storage facility is empty, congratulations! You are now probably making enough money to afford more farms.

But if you have surplus eggs and milk, what shall we do with them? Easy – we'll try to sell them in the next village at a profit.



Find a suitable town or village on the map. The new location should be near the first one, otherwise your transport costs will quickly become prohibitive.

Initially, your new "branch" will consist of just two buildings: a grocery shop and a small storage facility. Now we are going to organise transportation.

## MANAGEMENT PART 4: TRANSPORTATION



Click on an empty space on the map to open the Build menu. We want to construct a truck network, so select the truck terminal.



### Road building

Where should you locate your truck terminal?

You should always try to keep your transport routes as short as possible.

It is often worth building your own roads, particularly if the existing road network is such that you have to take indirect routes.

To build a road, simply click on the required road type (asphalt or gravel) in the Build menu. Click once on the map to indicate where you want the road to start, and then click again at the point where you want it to finish.

**Tip:** Both ends of the new road must be connected to the existing road network so that your vehicles can negotiate the route.



This image shows a carelessly built road. The new asphalt road does not meet the old gravel road, and without a direct road link the system will not work.



The roads must overlap for the road link to work. Here, the new road is already being used by cars.

For your planned truck route, you will need two truck terminals – one at each of your “branches”.

The terminals must be located so that products can be delivered to and from the storage facility. In other words, each truck terminal must be located within the catchment area of the storage facility.



Build the two truck terminals and zoom out from the area slightly.

You are free to name your terminals, stations and so on as you choose.

Open the Build menu for one of the terminals. In the title bar on the right, you will see the name of the station. Click on the name to change it.

Click on the truck terminal near your factories. You only have one choice of truck type. Click on the green tick to confirm the purchase.

Now define the route for your new truck. It needs to load up with eggs at the first terminal, unload them at the second, and begin the journey all over again.

Click on both terminals so that the two “stations” of the route appear in the right-hand window. From the list, click on the name of the station that is located where your goods are being produced.

Select the product to be delivered. In this case, it is eggs. The egg symbol now appears under the name of the “production station”, which means that your truck will load up with eggs there.

You should avoid unnecessary empty runs. To do this, tick the "Wait until full" box. If the required goods are not available in the storage facility, the truck will wait until you have stocked up again. (Make sure your waiting trucks don't block other trucks!) Now click on the name of the station to which the eggs are to be delivered. Because the truck will be returning empty, we'll leave the load box blank. To confirm this delivery route, click on the green tick.

After a few moments, your truck will set off on its way. Congratulations! You have just set up your first transportation route.



On the mission map, you can now watch your truck make its deliveries. You can tell which product a vehicle is carrying by the product symbols displayed above it.



## Terminal menu

### Change station name

Click on the station name in the title bar of the right-hand menu window

### Vehicle information and cost

Left-hand menu window



### Buy vehicle

Select vehicle from the list in the right-hand menu window and confirm the purchase by clicking on the green tick



### Buy multiple vehicles of the same type

Select vehicle from the list, click the "x 2" button, select the required number of vehicles and click the green tick to confirm.



### Extend building

Click on the blue "plus" sign in the centre



### Demolish building

Click on the red dustbin in the centre



### Close window

Simply click the right mouse button, or click the red "X" in the top right-hand corner of the menu window



## Vehicle menu

### Vehicle information

Click on information button at the top of the left-hand list

### Assign products for delivery

Select product category and product (or you may be able to choose the product straightaway)

### Empty run

Do not assign any products or click prohibition sign instead of a product

### Clone vehicle

Click on the double vehicle symbol in the centre of the menu. This generates a second vehicle of the same type following an identical route.

### Upgrade vehicle

Click on the blue "plus" sign

### Delete vehicle

Click on the red dustbin in the centre

### Add station to route

Click on station or terminal on the mission map

### Remove station from route

Click on the dustbin to the right of the station name

### Change load commands in the route station

From the list of stations, click on the name of the station required and assign product or products

**Tip:** You can plan routes for other types of vehicles following exactly the same procedure.

**Tip:** Try to keep your transport routes as short as possible, in order to save costs.

**Tip:** The trucks find their route by themselves, always taking the shortest route.

**Tip:** When you upgrade a vehicle, the old vehicle is replaced by a new model. The current value of the old vehicle is deducted from the purchase price of the new one.

**Tip:** Trucks travel much faster on asphalt roads than on gravel roads.

**Tip:** Empty runs are essentially a waste of money, but they cannot always be avoided.

The route we have just described is not particularly efficient. Why not see if you can do it better?

In this particular mission, for instance, you could produce milk and meat in one town and fruit and eggs in another. Your trucks will then be fully loaded in both directions to ensure both towns are supplied with all four products.

**Tip:** Trucks are usually the most cost-effective form of transport for short distances and smaller loads.

**Tip:** Railways are much more expensive to build and operate, but overall they are much more efficient. You can build a much more exact route with a railway, which means you can exploit its capacity to the full.

Open the Vehicle menu by clicking on a locomotive. A blue line indicates the route from the current station to the next stop. At each railway junction, you will see a symbol denoting a set of points: Here you can define which line this train should take. To define the rest of the route, activate the next station listed in the Vehicle menu (click on the name or load in the schedule on the right).

The JoWooD testers often use this function to simulate their railway network so that they can work out exactly where to lay their tracks.

**Tip:** Your railway system will be more effective if the station is only used "one way," with all trains arriving at the station from the same direction (driving round it if necessary). While this ensures that your station is used more efficiently, it can lead to indirect routes.

**Tip:** Over long distances, cargo ships are relatively cost-effective to operate, but very slow, so you will need quite a few of them!

Aeroplanes are very fast. But the complicated operations involved (take-off and landing, queues etc.) are very time-consuming. As a rule therefore, aeroplanes should transport the more valuable products.

**Tip:** Do your trucks have to travel across a town or city? It might be worth building a by-pass. Otherwise, the trucks are obliged to observe the speed limits of built-up areas, which means they won't be travelling at their maximum speed.

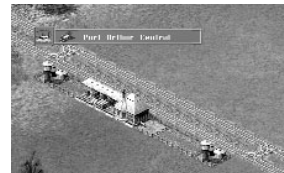
**Tip:** When defining the loads of vehicles with high load capacities, you do not have to click repeatedly on one product symbol.

Select the load box, hold down the Alt key and click on the product you want to load. All the load boxes will now be filled automatically.

## MANAGEMENT PART 5: MAINTENANCE AND REPAIR



In the first, easy missions, there is no need to worry about maintaining your vehicles.



Over time, you will need to repair your vehicles, for which you will need a repair shop. Repair shops are built inside your terminals, whether it's a truck terminal, railway station or airport.

To build a repair shop, open the Build menu by clicking on an empty piece of land. Next, choose the Repair facility symbol (bottom icon in the terminal/vehicles category) and click on the terminal that is to receive the repair shop.

From now on, all defective vehicles that use the terminal with the repair shop will be repaired automatically.

If you leave it too long before repairing your vehicles, after a few years they will no longer be in a roadworthy condition. If a vehicle breaks down on the road, it will be some time before it is removed.

For a list of damage to your vehicles, see the vehicle list in the Vehicle menu.

The older the vehicle, the more frequent the damage – repair costs will increase with time.

## MANAGEMENT PART 6: VEHICLE LIST

In the Vehicle menu, you will see all the vehicles owned by your company.

First, select the vehicle category. This gives you an overview of your trucks, goods trains, ships or aeroplanes.

Using the top row of buttons, you can sort the vehicle list by various criteria: vehicle type, age or condition.

You can also sort vehicles by their schedules.

You can use the row of buttons at the bottom of the Vehicle menu to perform various actions on the selected vehicle.



You can home in on the vehicle on the screen, find out its status, sell it, change the schedule directly from the list, or upgrade the vehicle (i.e. replace it with a newer model, the current value of the used vehicle being deducted from the price).

## Management for professionals: Balance sheet and statistics

### Balance sheet



Here you can see the key business figures for your company.

### Turnover / Loss

The overview: all your income and expenditure over the years.

### Company Value

This tells you the current value of your company, including all buildings, vehicles and any other property.

### Costs

Here you are provided with a detailed breakdown of all your costs.

### Revenues

This section gives you a breakdown of your income.

### Profit

Here you are given a list of profits from your business. It takes into account the transportation and production costs for the goods sold, but does not include investment costs and other expenses (sponsorship, vehicle purchases, and so on).

### Luxury Points

Here you can find out how many luxury points you have gained (or lost) in the last fiscal year, and why.

## Statistics

### Buildings



Here you are given an overview of all the buildings owned by your company.

### Vehicles


Under Vehicles, you will find a summary of all the vehicles owned by your company, along with their value (purchase price), current value (sales value), average ages of the vehicles and the number of units transported.

### Production

Here you can see all the goods produced, and the costs incurred through production and transportation.


## APPENDIX: SPECIAL BUILDINGS

### Sponsorship


 Successful entrepreneurs like to show that they support the interests of the people. But that comes at a price! During the course of the game, you will have the chance to construct special buildings, ranging from children's play areas to concert halls. Culture, sport, education and entertainment all improve a town or city's standard of living and foster its growth.

These buildings can be constructed in the Endless game, in multiplayer mode and in many of the campaign missions.

### Corporate headquarters

 You can only locate your headquarters once on the map, and there they will stay. However, if your company is very successful, your headquarters will be upgraded automatically. Starting with a small office, you can progress as far as a skyscraper. The headquarters have no effect on the surrounding buildings and can be constructed on any suitable site.

### Luxury points and player residence

 The player residence is only available in the endless game and in multiplayer mode – your own “four walls” with a hint of luxury that sets you apart from your employees! However, you can't use money to buy your residence. For this, you need luxury points. And you can't start earning luxury points until 1905, so you will have to wait until then before you start thinking about getting a place that befits your status. You always start with the smallest house, gradually working up to a palace. Each time you build a bigger residence, the previous one is automatically sold (and disappears from the map). The player residence has no effect on its surroundings and can be erected anywhere.

You are awarded luxury points...

- ... if this year's company value exceeds last year's
- ... if this year's turnover exceeds last year's
- ... if this year's profit exceeds last year's
- ... if your vehicles are in very good condition (maintenance/repair)
- ... if you donate buildings to a city for use as recreation centres

Luxury point are deducted if...

- ... production facilities are a negative influence on the cities
- ... your vehicles are in very poor condition
- ... your workers go on strike

Players who continually invest their profits in new branches and sectors of industry will not receive many luxury points, even over a long period. You are advised to take your time and adopt a cautious approach if you want to maximise your luxury points.

# INDUSTRY GIANT II

## Add-on

### 1. MAPS

#### New endless maps

In addition to three new campaigns with three evolving stories, the Expansion Pack includes various new endless maps with new industries, raw materials, and goods.

The Industry Giant II missions have been turned into endless maps. Moreover, you can use all maps made available on our homepage for 'endless' games.

### 2. STORAGE

#### 2.1. Storage slots

The storage menu allows you to assign 0 to x slots to each product, i.e. you can manage up to 16 different products in any storage facility. One slot is equivalent to one field for storing 16 boxes each.



In other words, you can fill up to four slots with goods in a small storage facility, up to nine slots in a medium storage facility and up to 16 slots in a large storage facility.

This allows a better control of the goods on hand and helps you to not blindly produce goods you have no chance of distributing.

#### 2.2. Direct control of access to storage facilities from factories, terminals and shops

Left-click on a storage facility to display two green buttons with arrows above each factory, terminal and shop in its catchment area.



Click on this button to exclude a factory or terminal from passing on goods to your storage facility. A button crossed out in red indicates that no more goods will be delivered to your storage facility from that factory or terminal.



Click on the second button to determine which industrial buildings, terminals and shops are excluded from the supply of goods or raw materials from the storage facility.



### 2.3. Storage facilities for overseas ports

If you want to obtain goods from an overseas port, you must purchase these from a special overseas port storage facility, which is located at a fixed position on the map, just like the port itself.

If you want to sell your own goods to an overseas port, though, you will have to build a separate storage facility to pass on your goods to that port. This storage facility must be located in the port's catchment area.

## 3. PRODUCTION FACILITIES

### 3.1. Upgrading farms



No matter whether you're running a cattle farm, a chicken farm or a sheep farm, you can now expand your estate in two steps by clicking with your left mouse button first on the farm and then, in the building menu, on +.

Now you can choose the desired size, same as for the storage facility.

### 3.2. Gold and silver mine

Besides ore mines for open-cast mining, you can now also build special mines to dig for gold and silver, in case you want to invest in the jewellery industry.



### 3.3. Factory icons

The following warning symbols will be spontaneously displayed above your production sites in case of problems:



An octagon with a box inside: The factory can't find a storage facility that will accept its goods.



A triangle with an exclamation mark inside: The industrial plant has no raw materials for producing goods.



A circle with a fist inside: The workers of the facility are on strike.

## 4. TERMINALS

### 4.1. Heliports



Helicopters cannot start or land on airports. Therefore, in addition to airports, the new Expansion Pack also includes heliports, which serve as terminals. Heliports are built and function just like any other terminal. Their advantage over airports is that they take up less space.

### 4.2. Overseas ports



Exotic raw materials like cocoa beans, sugar, tea leaves and coffee can only be bought at an overseas port. Overseas ports are useful to do business with the rest of the world, which is located beyond the edges of the map.

You can use overseas ports to either export or import goods.

Imported goods like the ones mentioned above must be bought from the storage facility located at the overseas port. This storage facility belongs to the port; you won't have to build it first.

If you build a factory in the port's catchment area, the products you buy from the overseas port are 'beamed' straight from the import storage facility to your factory. Click on the port to display a list of the goods it imports and exports, the prices of goods etc. The volume of goods that a port can import is limited by the capacity of its storage facilities. A port might be able to import 10 units per month and have a storage capacity of only 16 units. In this case, the port will stop importing goods as soon as its storage facility is full.

If, on the other hand, you want to sell your own products overseas, you must build your own storage facility first, which will then pass on the goods to the overseas port.

## 5. SHOPS

### 5.1. Change settings for all shops

Press SHIFT and click your left mouse button on any shop to change the prices for all shops of that category (e.g. grocery shops, shops for sports equipment etc.).

All changes to shop settings are accepted not just for the one shop you clicked on but for each shop of that category on the map.

### 5.2. Competition amongst shops

In case one town has two shops of the same category, but which belong to different players, the consumption of the inhabitants is no longer automatically distributed evenly among the two shops.

In other words, now you can procure additional market shares from your AI or multiplayer competitor by selling your products for a lower price. In addition to that, consumers orientate themselves by the amount of time that your shop has been trading. They tend to prefer longer-established shops if they aren't too expensive.

## 6. TRANSPORT ROUTES

### High-speed tracks

Standard tracks or tracks with electric overhead cables allow only limited train speeds. Therefore you can now build new concrete high-speed tracks, which allow brand-new high-speed trains to thunder towards their destinations faster than ever.

You can also simply build new high-speed tracks on your old tracks. That's cheaper than having to build completely new tracks.

High-speed tracks can also be used by normal trains.

## 7. VEHICLES



### 7.1. High-speed trains

You can replace your old locomotives by modern high-speed trains, which race along specially-built high-speed tracks several times faster than the old ones. You can buy and service them just like any other vehicle.

These fast locomotives can also be deployed on standard tracks, though in that case, they won't achieve their maximum speed.



### 7.2. Helicopters

Helicopters can start and land much faster than aeroplanes, so it often pays to use helicopters instead. Particularly if you don't have all that much free space on your map to build an airport.

You can choose from three brand-new helicopter models for transporting your goods.



### 7.3. Monthly departures



You can now determine how often a month you want to send off a certain vehicle for a short trip.

Change the schedule from 0 (default) to 1 to let the vehicle depart from the start terminal once a month, or to 2 to let the lorry/train depart twice a month etc.

If you leave the switch in its default position, the vehicle will depart as often as possible.

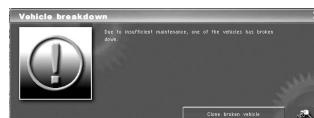
### 7.4. "Wait until done"

If you activate the check-box next to "Wait until done" in a vehicle schedule, the lorry/train etc. will wait at a storage facility until all goods have been completely unloaded. Even if the storage facility is completely full.



Although this will cost you some time, it prevents goods being thrown away just because there is currently no free space to store them.

### 7.5. Cloning broken-down vehicles



As soon as one of your vehicles breaks down due to lack of maintenance or because of its age, a window will pop up to inform you about this. The window includes a button "Clone broken vehicle".

Click on this button to simply replace the vehicle fit for the scrap heap with a brand-new vehicle of the same type. The costs for the replacement will, of course, be deducted from your account.

The new vehicle takes over all settings of its broken-down predecessor and immediately sets off for its route, which will save you a lot of time and a bothersome search on your map.

### 7.6. Loading display for ships, aeroplanes and helicopters



There are product symbols with numbers displayed above your ships, aeroplanes and helicopters. The left number describes the actual and the right one the target load in boxes.

For example: Egg symbol 3/8

The first number (3) tells you that the vehicle carries a load of three boxes of eggs, the second number (8) tells you that you set a value of eight boxes in the loading plan. This means that the vehicle could carry more boxes than it is actually carrying now.

### 7.7. Vehicle icons

In case of problems, the following warning signals will appear above your locomotives, lorries, etc.:



An octagon with a box inside: The vehicle can't find a storage facility for its goods.



A triangle with an exclamation mark inside: The vehicle can't find any goods to load.

## 8. COMPANY SEAT



As soon as you have achieved a certain company value, your company seat will automatically be upgraded.



As you can now play from 1980 to 2020, you can make more money and increase your company value even more. Your company headquarters can be upgraded up to nine times.

## 9. LUXURY BUILDINGS

For a certain number of luxury points, you will now be awarded various prestigious buildings, up to a proper fairy-tale palace. So now you can flaunt your riches before the world and his wife.

You will obtain all luxury goods automatically. And they don't stop with the palace – there's a lot more in store for you. Surprise...

## 10. MISSIONS

In the current missions, you will have to meet ten winning conditions altogether. Pretty backbreaking work!

### 10.1. Cash or company value

If you're required to increase the money in your account to a certain amount, it should be fairly clear what you have to do. In that kind of mission, remember to stop investing in good time. If you don't watch out, you might be short for cash at the end.

### 10.2. Company value

If, on the other hand, you've got to achieve a certain company value, you can invest your money right to the end. Remember that the values of all buildings are added to the company value. You can look up the current company value in your balance sheet.

### 10.3. Annual turnover

You can also invest however much you like if you are required to achieve a high annual turnover. For this winning condition, it's not important what you've got left at the end of the year. You can meet this condition any year you like.

### 10.4. Meet the demand

It gets really tricky but interesting if you're asked to meet a demand for certain goods. Note that you can't win these missions before your time is up, as the requirements are always calculated over the whole period of time.

On the other hand, if you can't deliver the goods at the beginning of that period, you will later have to compensate this with larger supplies, as it's always the average of all years that counts. Let's take an example:

You are required to meet 50% of the demand for furniture over 2 years.

In the first year, you deliver nothing, therefore you'll have to meet 100% of the demand in the second year to get an average coverage of 50% in the end.

It's important, therefore, not to wait with your supplies for too long. Otherwise you might run out of time.

### 10.5. Fill storage facilities

One of your missions will be to deliver a certain amount of goods to a specific storage facility. Incidentally, you'll recognize this storage facility by the fact that it looks a lot more modern than conventional storage facilities.

This is fairly self-explanatory. Deliver the required amount within the predetermined period of time.

### 10.6. Increase

Another feature that can be used to measure your success is the percentage by which you increase your company value or your sales per year. With these missions, you define your difficulty level yourself. In most cases, it's not too difficult to achieve the initial increases. You will even exceed the required values easily. But... the higher your increase in one year, the harder you're making it for yourself for the next year. So you'd better not overshoot the mark too far.

### 10.7. Residence

This is the first time you'll have to try and obtain luxury points in missions. The rules are exactly the same as in the endless game. You should erect your building as soon as you've obtained the required luxury points. Otherwise you might find that your luxury points are deducted from your account again.

### 10.8. Leisure buildings

In some missions you will have to erect special buildings in all towns. The only thing you'll have to remember here is that the prices are not necessarily the same as in the endless games. Apparently, it's possible to find extremely luxurious sports stadiums for 50 million.

### 10.9. Take over a competitor

One winning condition will be to take over a competitor. There's not much to be said about that. Make enough money and take over your opponent. Of course, you could try to disrupt your competitor's activities to reduce the takeover price. But would that be sporting?

## 11. GAME START

If you want to start your game later than 1900, you can enter the desired starting year yourself.

Note that you'll have to wait for about 5 minutes for the computer to re-calculate the growth of the towns. Don't worry if the progress bar doesn't move for a while, this doesn't mean that the program crashed.

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